

SHINING TIME STATION

"LEAD, FOLLOW OR GET OUT OF THE WAY"

BY

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SCENE 1
(MAINSET)

(DAN IS PRACTICING VOLLEYBALL
SERVES WITH A BEACH BALL. BILLY
ENTERS CARRYING FISHING GEAR)

BILLY:

Where are Kara and Becky
today, Dan?

DAN:

Kara went to visit her
grandpa, Harry, and Becky
went shopping with her
dad.

(STACY ENTERS FROM THE PLATFORM)

STACY:

No ball playing in the
station, Dan.

DAN:

Watch this serve, Aunt
Stacy.

STACY:

You know the rules.
Don't hit that --

DAN:

Great, huh?

(STACY WATCHES IN DISMAY AS DAN
HITS THE BALL. IT LANDS NEAR BILLY
WHO PICKS IT UP AND TOSSES IT BACK
TO DAN)

STACY:

Did you fix the crossing
signal, Billy?

BILLY:

Not yet.

SCENE 1 (CONT'D)

STACY:

Will you do it today,
please?

BILLY:

I can fix that signal any
time, Stacy. But there
isn't going to be a
better day for trout
fishing this season.

(STACY'S FRUSTRATION MOUNTS.
SCHEMER ENTERS WITH BOXES. HE
STACKS THEM NEAR THE ARCADE)

STACY:

You can't put those
there, Schemer.

SCHEMER:

Sure I can. Watch me.

STACY:

Schemer, it's dangerous.
They might fall on
someone.

SCHEMER:

Don't be such a worry
wart, Miss Jones. Only
a total klutz would get
in the way of falling
boxes.

(DAN SERVES HIS VOLLEYBALL.
SCHEMER TRIES TO CATCH IT BUT ENDS
UP FALLING INTO BOXES WHICH THEN
FALL OVER ON TOP OF HIM)

STACY:

Why doesn't anyone around
here listen to me?

(BILLY WALKS BY)

SCENE 1 (CONT'D)

BILLY:

Did you say something,
Stacy?

(SUDDENLY J.B. KING IS UNDER THE
ARCH)

KING:

(K-TEL AD VOICE)

Do people ignore you when
you talk to them? Do you
make rules that nobody
follows? Do you have the
feeling that everything
is getting out of
control? If you answered
yes to even one of these
questions then you need:
Bossing.

(HOLDS UP BOOK)

Bossing solved all my
problems, Miss Jones.
Now it can solve yours,
too. This one thin book
will teach you everything
you need to know to be
the kind of Boss that
people fear and obey.
Thanks to this book
people jump when I yell.

STACY:

(TAKING THE BOOK AND READING FROM
IT)

"You're the boss. Be
bossy." Oh, Mr. King, I
don't think this book is
right for me.

KING:

What's good for the
Indian Valley Railroad,
Miss Jones, is good for
you.

SCENE 1 (CONT'D)

STACY:

(WATCHING AS SCHEMER UNPACKS CHEESE,
GIGGLES, THROWING PACKING MATERIALS
EVERYWHERE)

I don't think I can be
that bossy, Mr.King.

KING:

Try it, Miss Jones.
That's an order.

STACY:

All right, Mr. King.

(TO SCHEMER, TRYING TO BE FIRM)

Schemer, would you...
um... would you please
move these boxes?

(SCHEMER STILL IGNORES HER. STACY
LOOKS AT KING)

KING:

Turn to page 16, Miss
Jones. Remember: You're
the boss. Be bossy.

(STACY TURNS THE PAGES OF THE BOOK
TO PAGE 16 AND READS:)

STACY:

"When all else fails,
raise your voice."

(SHE LOOKS AT MR. KING FOR
CONFIRMATION)

Yell?

(KING NODS ENTHUSIASTICALLY. STACY
RAISES HER VOICE)

I said move the boxes,
Schemer!

(SCHEMER MOVES THE BOXES OVER HALF
AN INCH)

SCENE 1 (CONT'D)

SCHEMER:

There.

(STACY TURNS BACK TO KING, BEATEN,
BUT HE PUSHES HER BACK TO SCHEMER'S
DIRECTION FIRMLY)

KING:

Page 20. Quickly.

STACY:

(FLIPPING THROUGH THE PAGES AND
READING)

"If that doesn't work,
yell louder."

(STACY THINKS ABOUT IT, GATHERS HER
STRENGTH AND YELLS)

GET THESE BOXES OUT OF
HERE!! NOW!!

(SCHEMER IS MUCH SHAKEN AND
HURRIEDLY BEGINS GATHERING UP
BOXES)

SCHEMER:

Okay, okay. Whatever you
say, Miss Jones.

KING:

Good work, Miss Jones.
You're a natural leader.
You just needed the book
to tell you what to do.
Leadership, Miss Jones,
that's the ticket.

(CUT TO:)

SCENE 2
(INT. JUKEBOX)

TEX:

Maybe we should get us
some of that.

DIDI:

A leader?

TITO:

Boss!

TEX:

I accept.

DIDI:

Sorry, Tex. In this case
the right man for the job
is a woman.

GRACE:

Thanks, Didi.

DIDI:

Not you. The boss is the
woman who plays the drums.

TITO:

I'm just a natural born
boss.

REX:

You?! Me.

ALL:

Me! No, Me! etc.

(CUT TO:)

SCENE 3
(MAINSET)

(KING THUMPS THE COVER OF THE BOOK)

KING:

Making rules, setting
limits, using discipline.
Remember, Miss Jones, the
future of the Indian
Valley Railway is resting
on your shoulders.

STACY:

It is?

KING:

So get out there and be
bossy. I'm going to
watch and keep a score
card.

(STACY IS STILL NOT SURE ABOUT ALL
THIS AS SHE APPROACHES DAN WHO IS
PLAYING WITH HIS BALL)

STACY:

Dan, I told you to put
away that ball.

DAN:

I will, but first, watch
me serve. I'm getting
really good.

STACY:

If you do it again, I'm
going to have to... do
something.

DAN:

(SERVING THE BALL)

Just this once. Last
time, really.

(STACY LOOKS OVER AT KING WHO HOLDS
UP A SCORE CARD SHOWING A ZERO)

SCENE 3 (CONT'D)

STACY:

(HITTING HER BREAK POINT)

Don't say I didn't warn
you.

(STACY PULLS THE PLUG TO DEFLATE
THE BALL)

DAN:

Hey! Do you know how
long it took me to blow
that up?

STACY:

Maybe next time you'll
remember: there's no
ball playing in the
station.

(NO SOONER SAID, THAN STACY IS
RECONSIDERING WHETHER IT WAS THE
RIGHT THING TO DO, BUT KING CHANGES
HER SCORE TO A 5)

(BILLY ENTERS FROM HIS OFFICE
CARRYING HIS FISHING ROD AND TACKLE
BOX)

STACY:

Did you fix the crossing
signal?

BILLY:

I'll get to it.

(BILLY STARTS TO WALK TOWARD THE
EXIT. KING STARTS FLIPPING NUMBERS
BACKWARDS: 4, 3, 2. STACY HURRIES
TO STOP BILLY, WORKING AT BEING
BUSY)

STACY:

Where... where do you
think you're going?

SCENE 3 (CONT'D)

BILLY:

I already told you. It's trout season, Stacy. I thought I'd take an hour or two and go fishing.

STACY:

(A SUDDEN RUSH OF FRUSTRATION)

Mr. Two Feathers, you are not going fishing.

BILLY:

Do you want to run that by me again, Stacy?

STACY:

You have responsibilities. You can't run off and go fishing just because you feel like it. You get that crossing signal fixed. Or you don't go anywhere.

(BILLY STUDIES STACY FOR A BEAT, THEN TURNS AND EXITS TO HIS OFFICE.)

BILLY:

I suppose the trout will have to wait. And so will I.

(KING FLASHES STACY AN 8. SCHEMER ENTERS EATING THE LAST CHEESE GIGGLE FROM A BAG AND PREPARES TO SHOOT IT AT THE TICKET BOOTH)

STACY:

Don't even think about it.

SCENE 3 (CONT'D)

(SCHEMER TAKES AIM, STACY LEVELS A DEADLY LOOK AT HIM AND SPEAKS COMMANDINGLY)

STACY:

No.

(SCHEMER STUFFS THE BAG IN HIS POCKET AND HURRIES AWAY. KING FLASHES A 10. STACY LOOKS SATISFIED AND PLEASED WITH HERSELF)

(CUT TO:)

SCENE 4 (CONT'D)
(WORKSHOP)

(BILLY HAS THE CROSSING SIGNAL ON THE WORK BENCH. HE SMACKS IT A GOOD ONE WITH A HAMMER. MR. C APPEARS HOLDING HIS EARS)

MR. C:

What's all the racket?

BILLY:

I'm trying to fix this crossing signal.

MR. C:

It sounds like you're trying to break it.

BILLY:

I have to fit this piece... To tell you the truth, Mr. Conductor, I feel like smashing this signal.

MR. C:

Oh, I see. You must be having trouble getting along with someone.

BILLY:

How did you know?

MR. C:

I'm having a similar problem. There's a mouse in my signal house who just won't leave.

BILLY:

You're not afraid a little mouse, are you?

MR. C:

Little!? Compared to me?

SCENE 4 (CONT'D)

BILLY:

Oh, I see your point.

MR. C:

And don't even mention a
mouse trap.

BILLY:

No, no, of course not.

MR. C:

Those things are
dangerous.

BILLY:

Have you tried making
friends with the mouse?

MR. C:

Friends? With that
rodent! He couldn't get
along with anyone. He
eats like a horse. Do
you know he ate every bit
of food in the house and
then left the fridge door
open? You'd think he was
born in a barn. And what
a slob. Always dropping
dirty socks everywhere.

BILLY:

I guess I know how you
feel, Mr. Conductor.

MR. C:

Like smashing something.

BILLY:

Be my guest.

(BILLY HANDS MR. C. THE HAMMER. MR
C. TAKES A BIG SWING AT THE SIGNAL.
IT RINGS LIKE A GIANT GONG.)

SCENE 4 (CONT'D)
(SFX: GIANT GONG)

SCENE 5
(MAINSET)

(DAN IS CUTTING SNOWFLAKES OUT OF
PAPER. STACY COMES OVER)

STACY:

You can't do that here,
Dan.

DAN:

I won't break anything.

STACY:

It's too messy.

DAN:

I'll clean up.

STACY:

No.

DAN:

But you let me do it
before.

STACY:

This is now. We have
some new rules to make
the station a better
place.

DAN:

Lucky I brought my
pogo stick.

(STACY TAKES AWAY THE POGO STICK)

STACY:

Not in the station.

(DAN TAKES A HARMONICA OUT OF HIS
POCKET. STACY SHAKES HER HEAD AND
WALKS AWAY)

SCENE 5 (CONT'D)

DAN:

You can't do anything
around here anymore.

(CUT TO:)

SCENE 6
(INT. JUKEBOX)

GRACE:

Poor Dan.

REX:

The station's got to have
rules, otherwise it'll
be just like a barnyard.

TEX:

What's wrong with a
barnyard, Rex?

REX:

Nothin', if you're a cow.

GRACE:

When there are too many
rules, I'd rather be a
cow.

DIDI:

Does everyone feel as
blue as I do?

OTHERS:

Uh-huh. Yep. Sure do.
Etc.

TEX:

Looks to me like Dan
feels even bluer.

(CUT TO:)

SCENE 7
(MAINSET)

(SADLY, DAN DROPS NICKEL INTO THE
JUKEBOX)

(CUT TO:)

SCENE 8

(INT. JUKEBOX)

(PUPPET SONG "CANNONBALL BLUES")

(AS THE PUPPETS PLAY, WE SEE STACY HANGING SIGNS ON THE STATION WALL. THE WORD "NO" APPEARS IN BIG BOLD LETTERS IN FRONT OF A LIST OF WORDS IN SMALLER LETTERS: "BALLS, KITES, BICYCLES, TRICYCLES, UNICYCLES, FRISBEES, HARMONICA". ANOTHER SIMILAR SIGN READS "NO LITTERING, SMOKING, CUTTING, RUNNING, JUMPING, PLAYING, HOPPING, THROWING, DRUMMING, SKIPPING, PAINTING." A THIRD SIGN READS "NO DOGS, CATS, HORSES, GOATS, CHICKENS, GEESE.")

(CUT TO:)

SCENE 9
(MAINSET)

(LINES AND ARROWS MARK THE FLOOR
OF THE STATION. STACY IS AT THE
TICKET BOOTH, BUSILY READING HER
BOOK. BILLY WALKS BY)

STACY:

You're in the wrong lane,
Billy.

BILLY:

I beg your pardon?

STACY:

You see the lines on the
floor? They're lanes.
That one's for going the
other way. This one over
here is for going that
way.

BILLY:

Let me get this straight,
I can only walk in this
direction, in this lane?

STACY:

(BARELY LOOKING UP FROM THE BOOK)

It's for the good of the
station.

(SCHEMER LURKS IN THE BACKGROUND,
LISTENING)

BILLY:

The good of the station,
eh?

STACY:

It's another idea I got
from the book J.B. King
gave me. I have an extra
copy if you'd like to
read it.

SCENE 9 (CONT'D)

BILLY:

Anything in that book of
yours about people,
Stacy?

STACY:

What?

BILLY:

You know, people. How
each one of us likes to
be treated like someone
special?

STACY:

That's what the rules are
for, Billy. So Shining
Time Station can be a
special place.

(THE PHONE RINGS. STACY PICKS IT
UP)

Shining Time Station.
Stacy Jones speaking.

BILLY:

Shining Time Station was
a special place before.
Now it's just rules.

(STACY HOLDS UP A SIGN. BILLY
READS IT)

"No talking."

(SHE TURNS AWAY FROM BILLY, WHO
EXITS TO THE PLATFORM. SCHEMER
SNEAKS UP AND GRABS THE EXTRA COPY
OF THE BOOK)

SCENE 9 (CONT'D)

SCHEMER:

(READING TITLE)

Bossing: How to be
successful and loose all
your friends." Just what
I need.

SCENE 10
(MAINSET)

(DAN IS LOOKING PRETTY MISERABLE.
MR. C. POPS ON. HE'S HOLDING A
LEASH. WHATEVER IS ATTACHED TO IT
IS OFF CAMERA)

MR. C:

No use crying over spilt
milk.

DAN:

I'm not crying, Mr.
Conductor.

MR. C:

Not you, Dan. Her.

(FOLLOW THE LEASH TO THE KITTEN AT
THE OTHER END)

She keeps stepping in her
bowl of milk and spilling
it. Silly kitten.

DAN:

I didn't know you had a
cat, Mr. Conductor.

MR. C:

I don't. I borrowed her
from a friend. To help
me with that rat of a
mouse.

DAN:

The mouse is still in
your house?

MR. C:

But not for long. You
know what chickens mice
are. One look at this
vicious beast and that
mouse will turn and run
like a frightened deer.

SCENE 10 (CONT'D)

DAN:

I guess you're in a big hurry.

MR. C:

I'm never in a big hurry, Dan. If I'm in a hurry at all, it's usually a little one. Although once I was in a middle-sized hurry and that was plenty big for me. But right now I'm not in a big, medium, or little sized hurry. Why do you ask?

DAN:

Because, I'm not allowed to do anything around here anymore. But there's no rule against stories. Not yet.

MR. C:

Then I'll hurry up and tell you one.

(MR. C. BLOWS HIS WHISTLE)

(SPFX: THOMAS INTRO FX)

(CUT TO:)

SCENE 11

(VT: TTE: "DUCK TAKES CHARGE")

SCENE 12
(MAINSET)

DAN:

I know how Percy and Duck
felt. I hate getting
bossed around.

MR. C:

Sometimes, it's for your
own good. You should
listen when the person
telling you what to do is
older and wiser and knows
more about the world than
you.

DAN:

Like Sir Topham Hatt.

MR. C:

Like Stacy.
I enjoyed this little
chat/But now me and my
kitty cat/Are off to
chase a mousy rat/And
hopefully, that louse
will scat.

(MR. C. EXITS)

(CUT TO:)

SCENE 13
(MAINSET)

IN THE ARCADE, SCHEMER IS READING
THE BOOK. STACY ENTERS. SHE HANGS
UP A POSTER IN THE ARCADE. IT
READS: "TIME LIMIT: 3 MINUTES")

SCHEMER:

(READING)

"Time Limit: 3 minutes."
What!? Miss Jones, you
can't do this to me.

STACY:

We don't want people
hanging around wasting
their time, Schemer.

SCHEMER:

Their time, no. Their
money, yes. You can
barely spend a nickel in
three minutes.

STACY:

I'm sorry, Schemer.
that's the rule.

SCHEMER:

You'll put me out of
business.

STACY:

If you want to be part of
this station, you're
going to have to follow
my rules.

(A PASSENGER ENTERS AND STOPS IN
THE MIDDLE OF THE STATION. STACY
AND SCHEMER HURRY TO HER)

STACY & SCHEMER:

(AT THE SAME TIME)

May I help you?

SCENE 13 (CONT'D)

PASSENGER:

I'm on my way to South
Gemp.

STACY:

Why don't you wait on the
platform? The train will
be here in just a few
minutes.

SCHEMER:

Which gives you just the
right amount of time to
enjoy spending your
hard-earned nickels in my
fabulific arcade.

STACY:

(TO PASSENGER)

You don't want to keep
the train waiting. Time
is valuable.

SCHEMER:

(GRABBING THE HANDLE OF THE
SUITCASE)

Time flies when you're
having fun.

STACY:

(PULLING THE SUITCASE, TOO, AND
PULLING THE OPPOSITE DIRECTION)

Time is of the essence.

SCHEMER:

Time is money -- for me.

STACY:

There's a right time for
everything, Schemer.

SCENE 13 (CONT'D)

SCHEMER:

There's no time like the
present, Miss Jones.

STACY:

There's no time to waste.

(STACY AND SCHEMER PULL THE
SUITCASE IN OPPOSITE DIRECTIONS.
IT POPS OPEN AND CLOTHES COME
FLYING OUT. STACY STARTS STUFFING
THEM BACK INTO THE SUITCASE. THE
PASSENGER GRABS EVERYTHING AWAY
FROM STACY)

PASSENGER:

Time for me to go.

STACY:

Good, because trains,
like time, wait for no
man. Or woman. This way.

PASSENGER:

Forget the train. I'm
taking the bus!

(THE PASSENGER LEAVES IN A HUFF.
STACY AND SCHEMER FACE EACH OTHER
ANGRILY)

(ANGLE DAN PEEKING OUT OF BILLY'S
OFFICE DOOR. HE PULLS HIS HEAD
BACK INTO THE OFFICE AND CLOSES THE
DOOR)

SCENE 14
(WORKSHOP)

(BILLY'S WORKING AT FIXING THE
CROSSING SIGNAL)

BILLY:

Do you want to help me
with this, Dan?

DAN:

Are you sure there's no
rule against it?

BILLY:

(GIVING DAN A ROLE IN THE REPAIR OF
THE SIGNAL)

Hold this. I don't think
we have to worry about
rules right now.

DAN:

Don't let Aunt Stacy hear
you say that.

BILLY:

Stacy is doing what she
thinks is best.

DAN:

Best for who?

BILLY:

For Shining Time Station.
For all of us.

DAN:

I like things the way
they were before.

BILLY:

But I guess your Aunt
Stacy didn't.

SCENE 14 (CONT'D)

DAN:

She didn't?

(BEAT)

You don't like all these
rules, do you, Billy?

BILLY:

Some folks need rules, Dan.

DAN:

(DISAPPOINTED)

Oh.

BILLY:

But the fewer the better,
as far as I'm concerned.
The way I see it, rules
work best with a gentle
hand.

DAN:

What does that mean?

BILLY:

Well, take this crossing
signal, for instance. I
need to fit this little
piece right in here. So
I banged it with a
hammer. It didn't go in.
I pounded harder. Still
didn't fit. I got out a
bigger hammer. Still no
good. All that forcing,
all that effort. Just a
waste of time.

DAN:

What are you going to do?

SCENE 14 (CONT'D)

BILLY:

We are going to try a
little grease and some
gentle persuasion.

(BILLY PUTS A BIT OF OIL OR GREASE
ONTO THE PIECE AND HANDS IT TO
DAN. DAN CAREFULLY SLIDES IT INTO
PLACE)

DAN:

It worked!

(CUT TO:)

SCENE 15
(MAINSET)

(MR.C. APPEARS OUTSIDE HIS DOOR,
LOOKS INTO THE SIGNAL HOUSE WINDOW)

MR.C.:

I want you gone by the
time I get back, and tidy
up before you leave...

SCENE 16

(MAINSET)

(STACY IS AT THE SIDE COUNTER.
MR.C. APPEARS)

MR. C:

Stacy, can I talk to you?

STACY:

Next!

MR. C:

I need help with a mouse
that's as stubborn as a
mule.

STACY:

I'm sorry. You'll have
to line up like everybody
else.

MR. C:

There is nobody else.

STACY:

Station policy.
Everybody goes through
the ropes.

(SHE POINTS TO THE VELVET ROPES
LEADING UP TO THE DECK)

MR. C:

If it's policy, that's
different.

(MR. C DISAPPEARS AND REAPPEARS
WALKING BETWEEN THE VELVET ROPES)

That mouse won't leave,
Stacy. I thought the cat
would scare him away.
But, they became friends.
Now they're playing cat
and mouse games. In my
house. I'm at the end of
my rope. And yours. Can
you help me?

SCENE 16 (CONT'D)

(HE GETS TO THE END OF THE ROPE)

STACY:

I'm sorry. I'm closing
here.

(STACY PUTS UP A "CLOSED" SIGN)

MR. C:

You can't do that! I
came for help.

STACY:

Try the information booth.

(MR. C LOOKS PUZZLED, BUT
DISAPPEARS AND REAPPEARS AT THE
INFORMATION BOOTH WHERE STACY IS
SHUFFLING PAPER WORK)

MR. C:

What should I do, Stacy?

STACY:

Take a number, please.

MR. C:

I mean about the mouse.

STACY:

I can't help you if you
don't have a number.

MR. C:

Why not?

STACY:

Rules are rules, Mr. C.
If I make an exception
for you, everyone will
want special treatment.

SCENE 16 (CONT'D)

MR. C:

What's wrong with wanting
special treatment.

(DAN ENTERS AND WALKS OVER IN TIME
TO HEAR WHAT MR. C SAYS. STACY IS
ALREADY IMMERSSED IN SOME PAPER
BUSINESS AND DOESN'T EVEN NOTICE)

DAN:

Wait! Mr. Conductor!
Don't go!

(IT'S TOO LATE. MR. C SPARKLES
AWAY)

Aunt Stacy!

STACY:

Take a number.

DAN:

Me?

STACY:

You have to take a number
just like everyone else.

DAN:

I'm not everyone else.
I'm Dan, Aunt Stacy.

STACY:

I know who you are.

(BILLY ENTERS AND OBSERVES THE
SCENE)

DAN:

We used to have fun
around here. But now
it's all "no" and
"don't". Maybe I'll just
leave like Mr. Conductor.

SCENE 16 (CONT'D)

(STACY LOOKS STARTLED. SHE STARTS
FLIPPING THROUGH THE PAGES OF HER
PAPER WORK)

BILLY:

You don't really think
you're going to find the
answers in there, do you,
Stacy?

(TO DAN)

C'mon Dan, let's take a
walk and cool off.

STACY:

Wait. This isn't
working. How can I be
losing my best friends.
I just can't do this
anymore.

(HER MOST COMMANDING VOICE)

Hold it right there!
Nobody's going anywhere.

(DAN AND BILLY STOP. STACY'S VOICE
SOFTENS)

At least not until I
apologize. I got carried
away.

SCENE 16 (CONT'D)

DAN:

You hurt my feelings.

STACY:

I'm sorry, Dan. I stopped thinking about your feelings and everyone else's. That was wrong. But I've got a lot to worry about around Shining Time Station: I've got to make sure it's safe here. And clean. And I have to keep the trains running on time, take care of the passengers, and all of you, too. I was just trying to do my job. I thought rules would help me.

BILLY:

Maybe we're the ones who should be helping you. Sounds like we haven't been doing our share around here.

DAN:

If we try harder to help you, do you think we could get rid of some of the rules?

STACY:

Not all the rules, Dan. Just the ones that don't work. The first thing you could do is help me take down the signs.

(DAN AND STACY ARE PULLING DOWN THE FIRST SIGN AS KING ENTERS)

KING:

What's going on here, Miss Jones?

SCENE 16 (CONT'D)

STACY:

We're making some changes
at Shining Time Station,
Mr. King. This station
works a lot better when
we work together.

KING:

But what about
leadership, Miss Jones?
You know, you're the
boss, be bossy and all
that.

STACY:

Mr.King, I think if you
make it clear what help
you need, and why you
need it, people might
just chose to help
you--without being bossed
around.

KING:

Why yes. Yes.
Precisely. I've always
said that, Miss Jones.

(SCHEMER ENTERS CARRYING THE BOOK
AND A BULLHORN)

SCHEMER:

You want leadership, J.B.
I'm going to show you how
bossy a boss can be.

(THROUGH BULLHORN)

Attention, attention
bosses. This is your new
boss Schemer with a few
announcements. There are
going to be some new
rules around here
starting right now.
First the new name:
Scheming Time Station.
Second, everybody's going
to pay me a nickel a day.

SCENE 16 (CONT'D)

(KING TAKES THE BOOK OUT OF
SCHEMER'S HANDS AND RIPS IT UP)

SCHEMER:

And another nickel for
J.B. King, the bossiest
boss of all bosses.

(KING TAKES AWAY SCHEMER'S
BULLHORN)

SCHEMER:

Make that two nickels for
J.B.

KING:

Miss Jones, you're in
charge. Keep up the good
work.

(KING EXITS. STACY AND DAN BEGIN
REMOVING THE VELVET ROPES TOGETHER)

(DISSOLVE TO:

SCENE 17
(MAINSET)

(STACY IS AT THE TICKET BOOTH
LOOKING CHEERFUL. DAN SHOWS HER A
SNOWFLAKE HE JUST CUT OUT OF PAPER)

DAN:

Look, Aunt Stacy.

STACY:

Oh my goodness, is it
winter already?

DAN:

I made it for you.

STACY:

It's beautiful, Dan.
Thank you.

DAN:

And now I'm going to
clean up.

(DAN GOES OVER TO THE BENCH AND
STARTS COLLECTING THE BITS OF PAPER
LEFT OVER FROM CUTTING THE
SNOWFLAKE. MR. C. APPEARS OUTSIDE
THE SIGNAL HOUSE)

DAN:

Mr. Conductor. You're
back.

MR. C:

My front. My side. My
other side.

DAN:

What about the mouse?

SCENE 17 (CONT'D)

MR. C:

I found a place he liked even better. There's a painting of a little country cottage on the wall of a cheese factory, not too far from here. When I told the mouse about it, he packed up his bags and moved there as quick as a bunny.

DAN:

That's great, Mr. C.

MR. C:

I guess we're all back to helping each other out. Everything is back to normal.

(TAKE SCHEMER IN THE ARCADE, USING THE JUKEBOX AS A WRITING SURFACE)

SCHEMER:

(AS HE WRITES)

Schemer's Guide to
Success in Business
Without Actually Doing
Any Work. Chapter one,
Taking Credit for Other
People's Ideas...

(DAN AND MR. C. EXCHANGE A LOOK)

DAN & MR. C:

Yup.

(FADE)